

This Page Is Inserted by IFW Operations
and is not a part of the Official Record

BEST AVAILABLE IMAGES

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images may include (but are not limited to):

- BLACK BORDERS
- TEXT CUT OFF AT TOP, BOTTOM OR SIDES
- FADED TEXT
- ILLEGIBLE TEXT
- SKEWED/SLANTED IMAGES
- COLORED PHOTOS
- BLACK OR VERY BLACK AND WHITE DARK PHOTOS
- GRAY SCALE DOCUMENTS

IMAGES ARE BEST AVAILABLE COPY.

**As rescanning documents *will not* correct images,
please do not report the images to the
Problem Image Mailbox.**

Fig. 1A

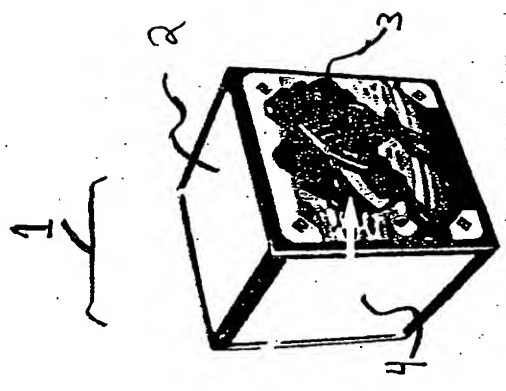


Fig 1B

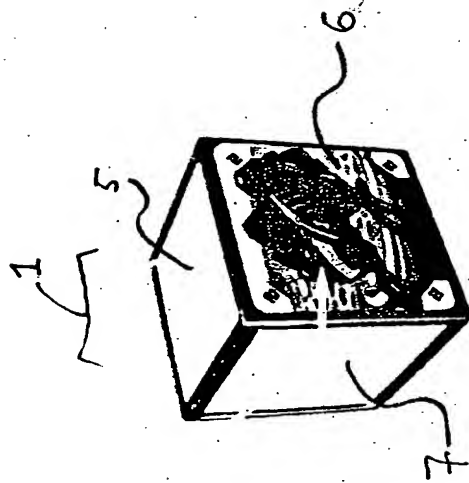


Fig. 2A

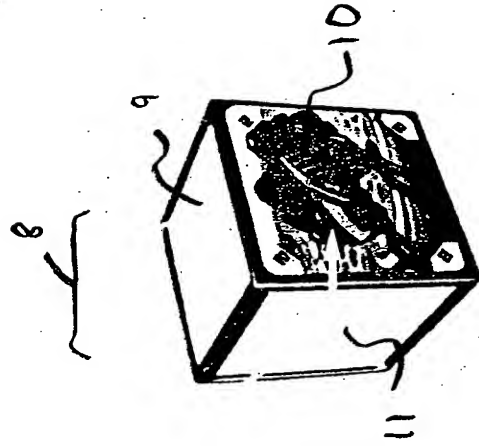


Fig 2B

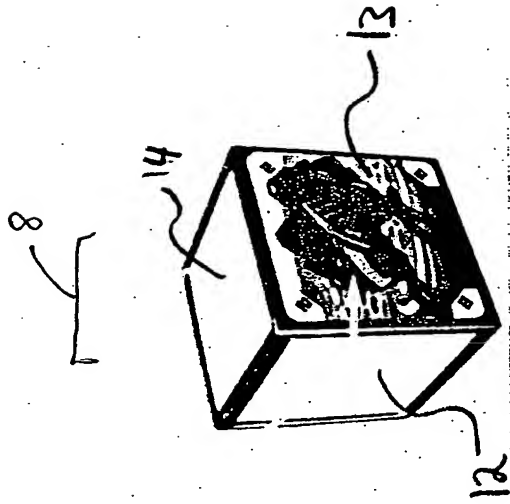


Fig. 3A

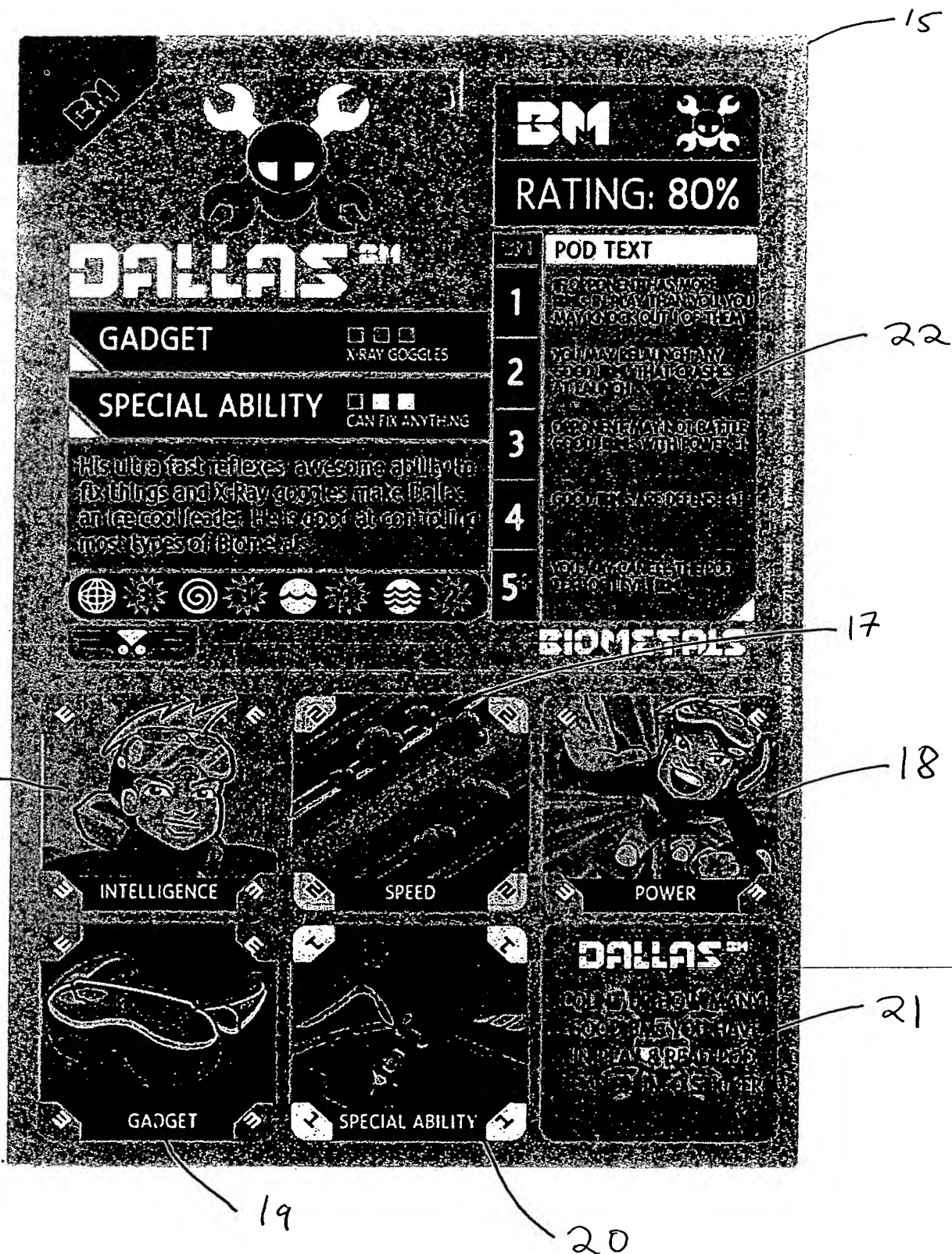
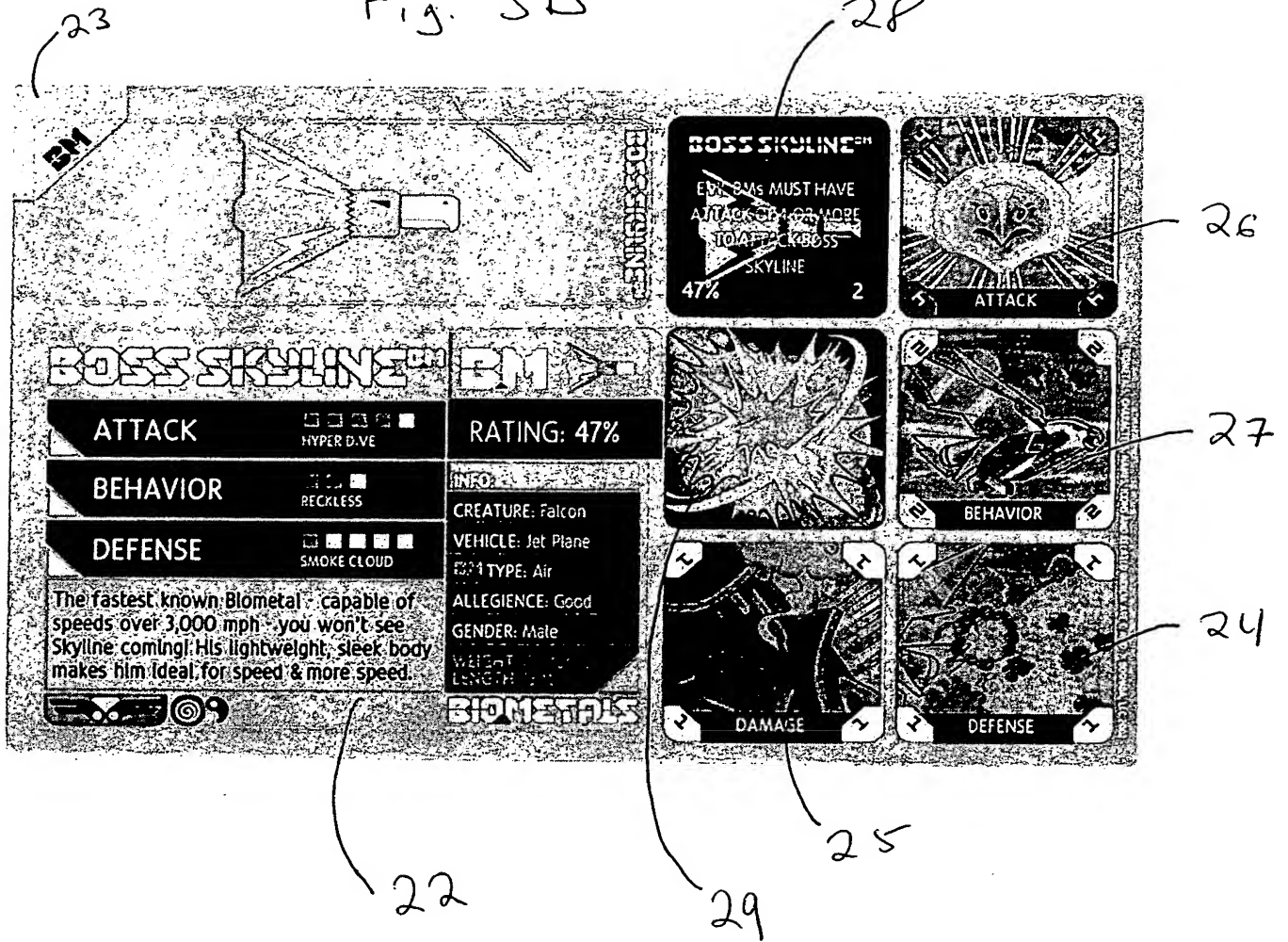


Fig. 3B



1/2

FIG. 4A

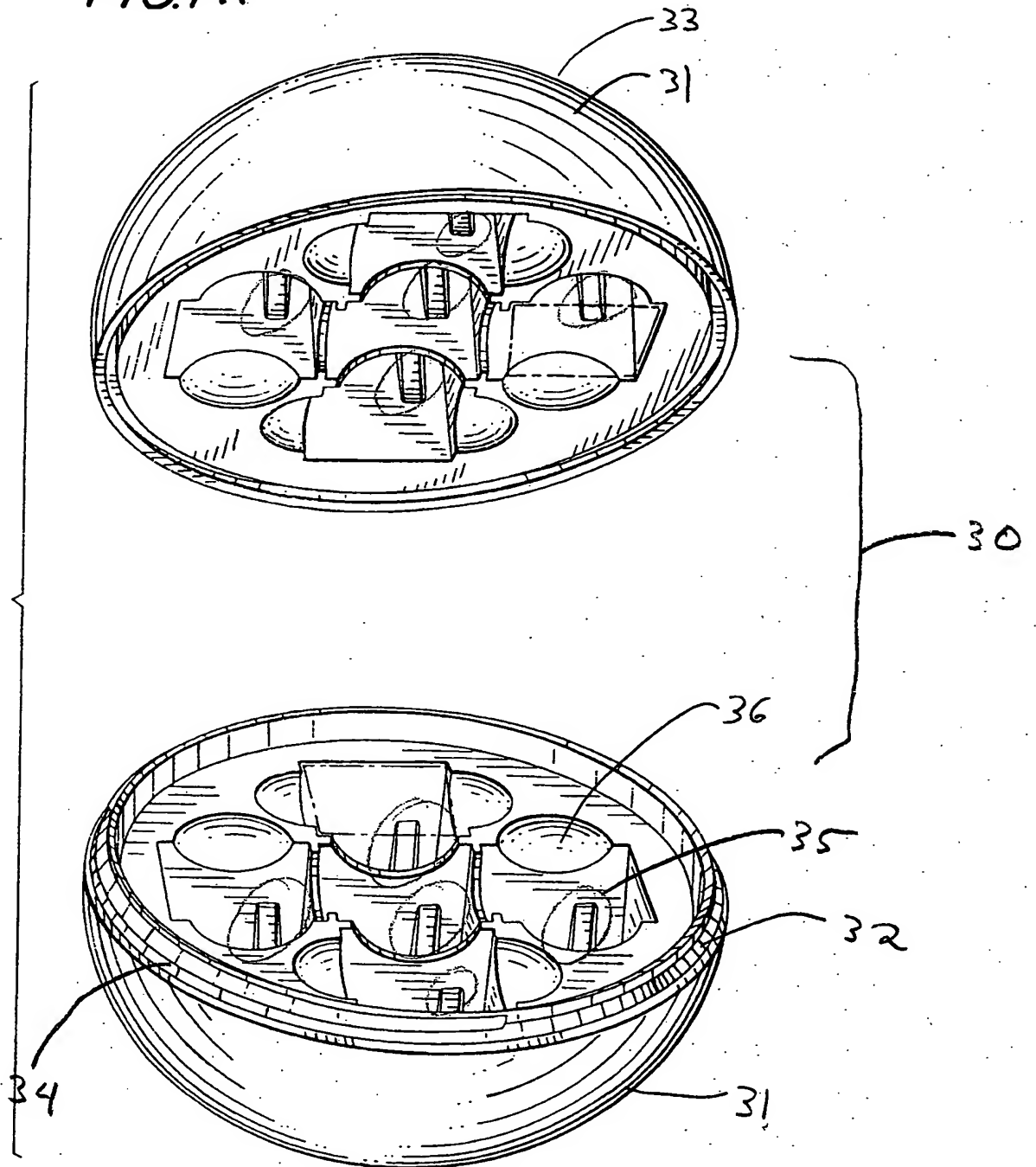


FIG. 4B

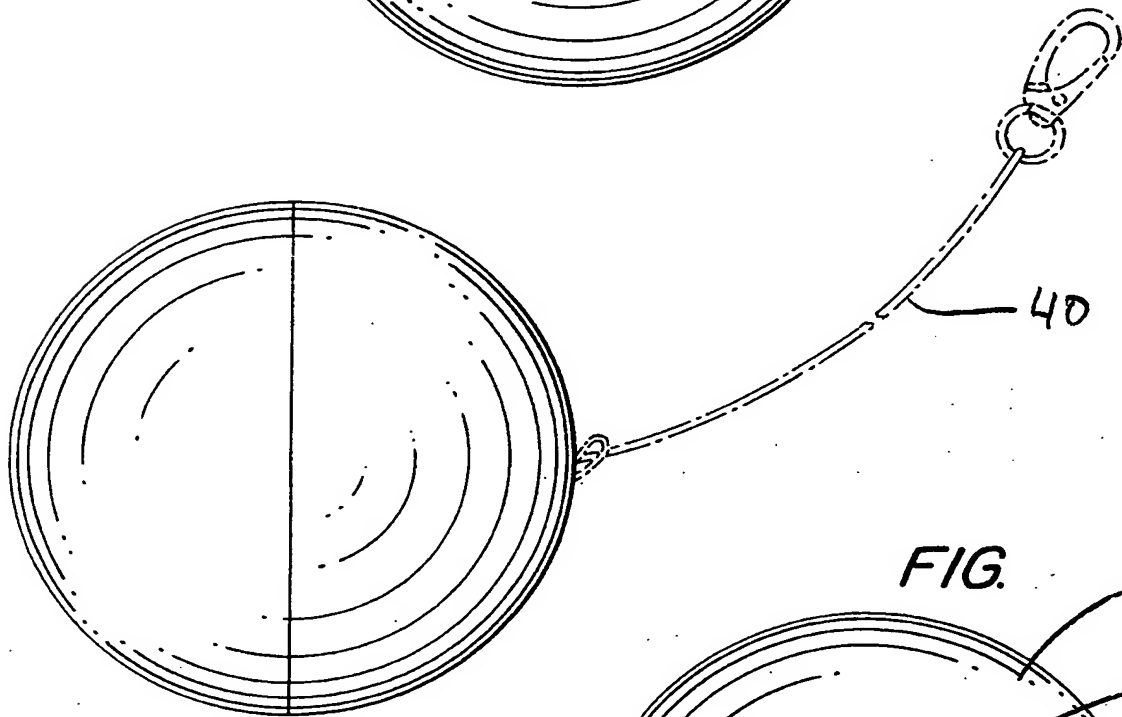
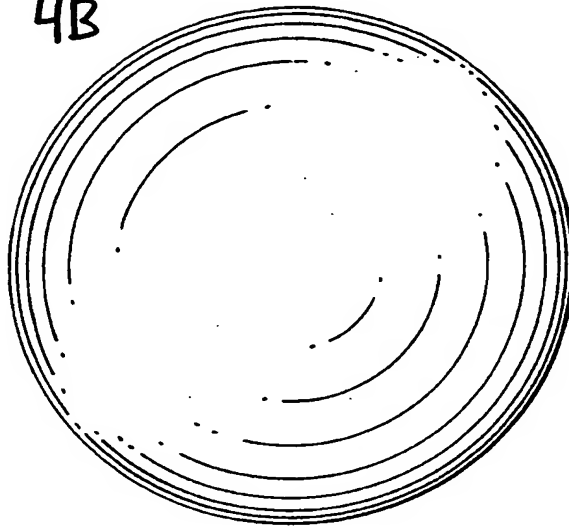


FIG.

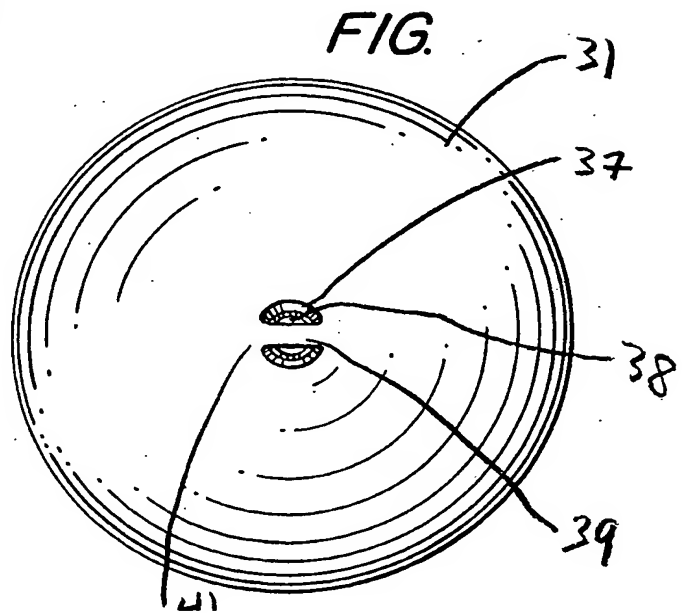


FIG. 5

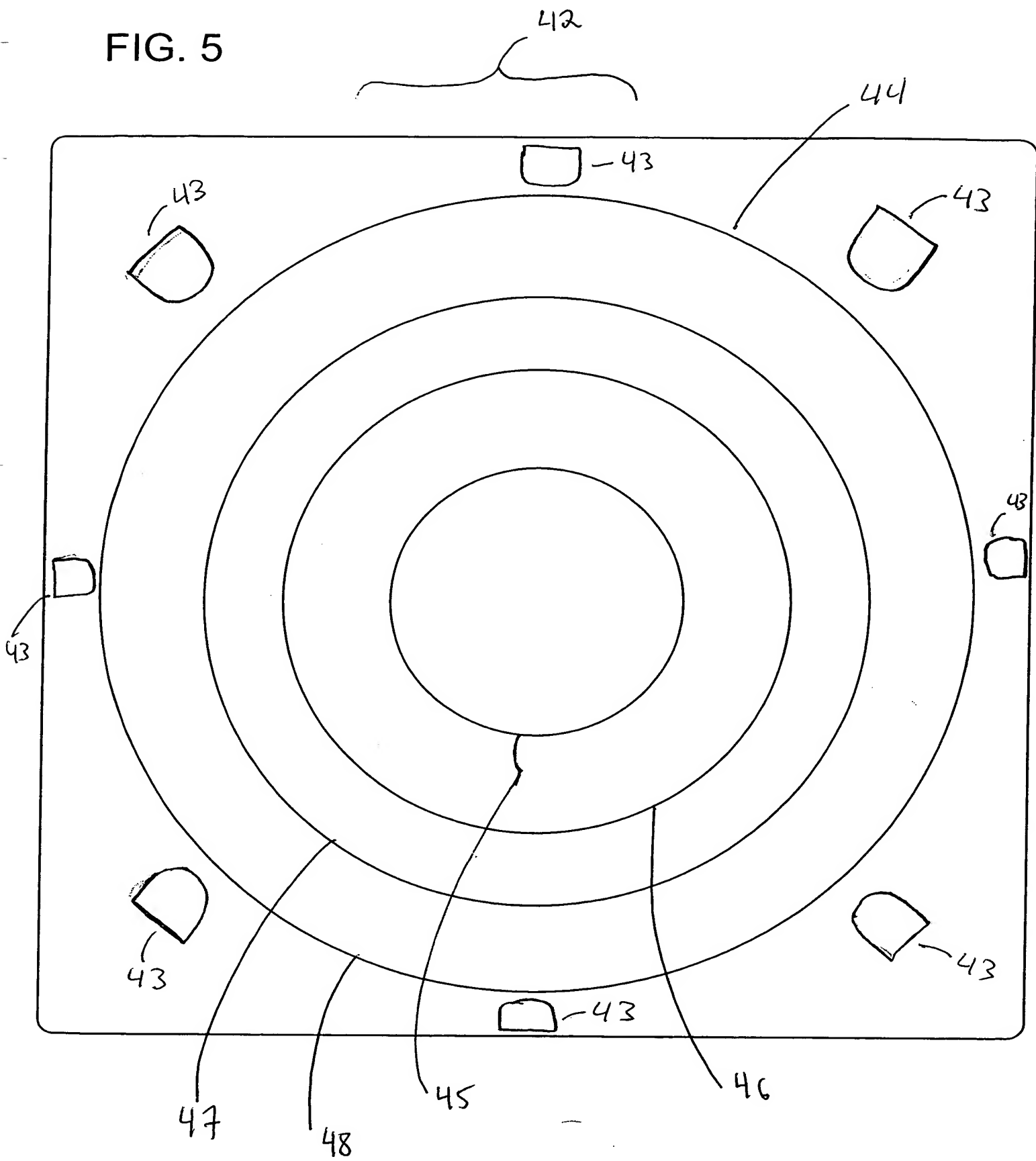


FIG. 6A

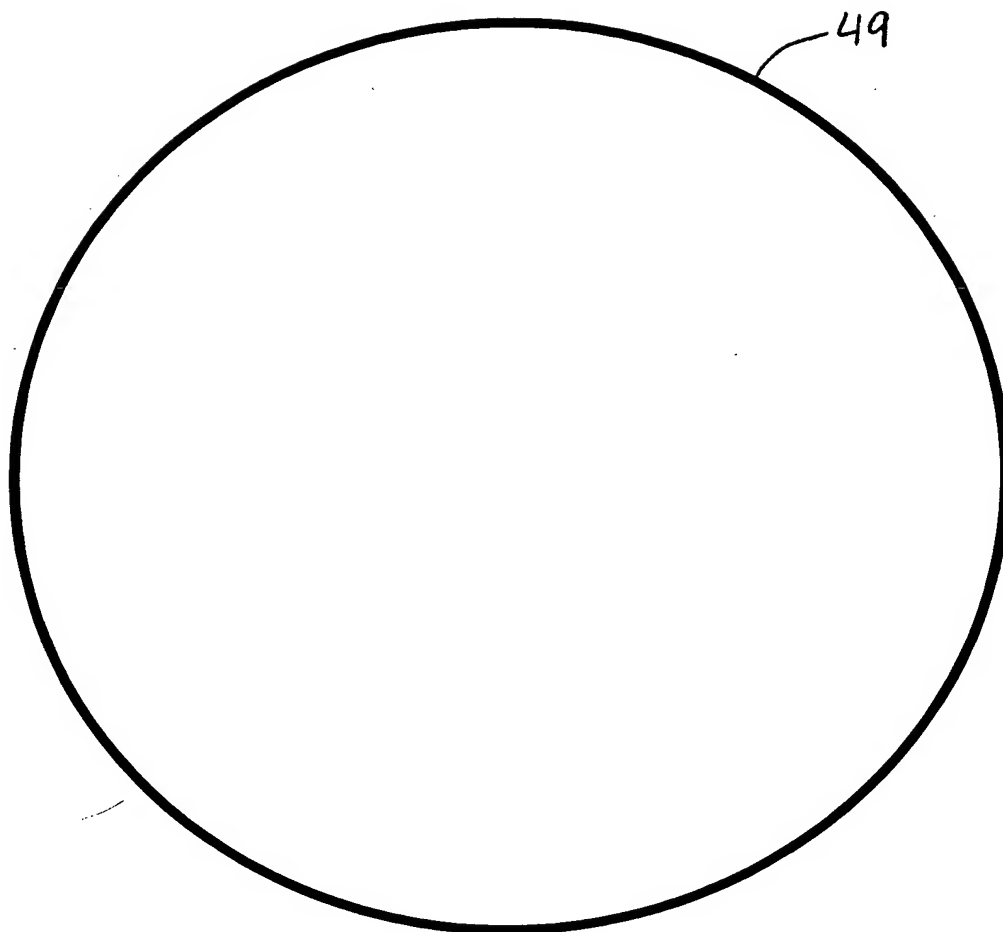


Fig. 6B

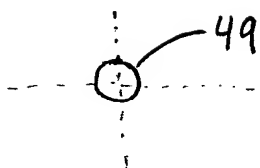


Fig 7.

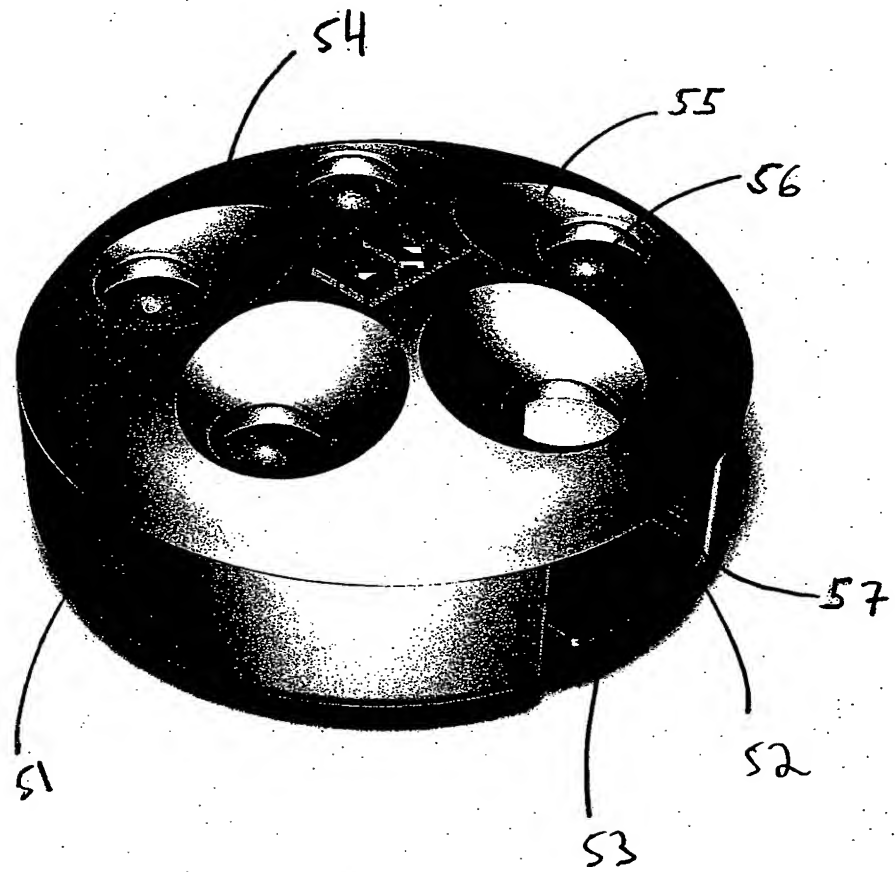


Fig. 8A

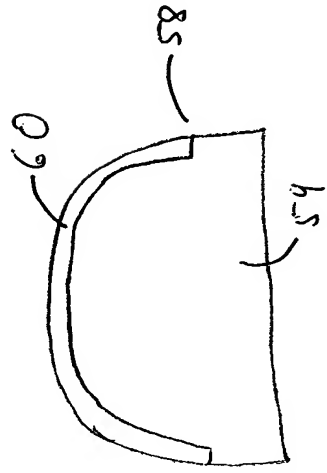


Fig. 8B

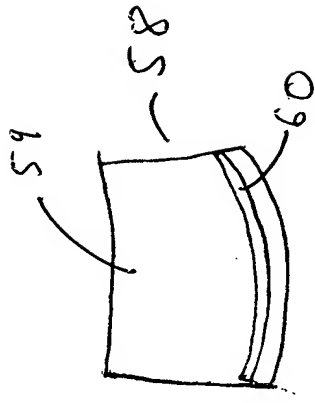
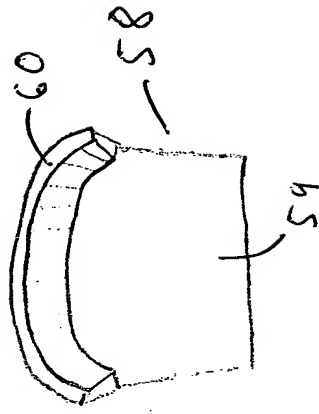


Fig. 8C



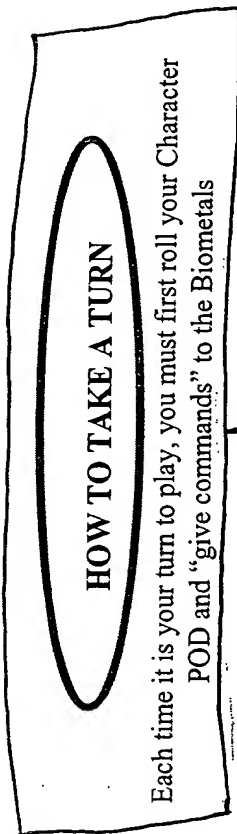
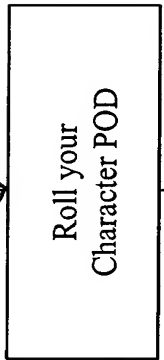
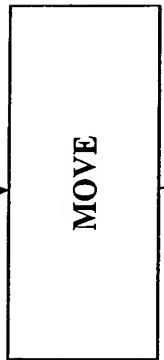


Fig. 9A



Roll your Character POD *outside* the playing zone



You may move that number of Biometals to any BLACK SQUARE in the playing zone which is not occupied (not even part occupied) by another POD

Players may *never* move a Crashed POD

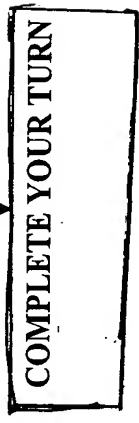


Fig. 9B

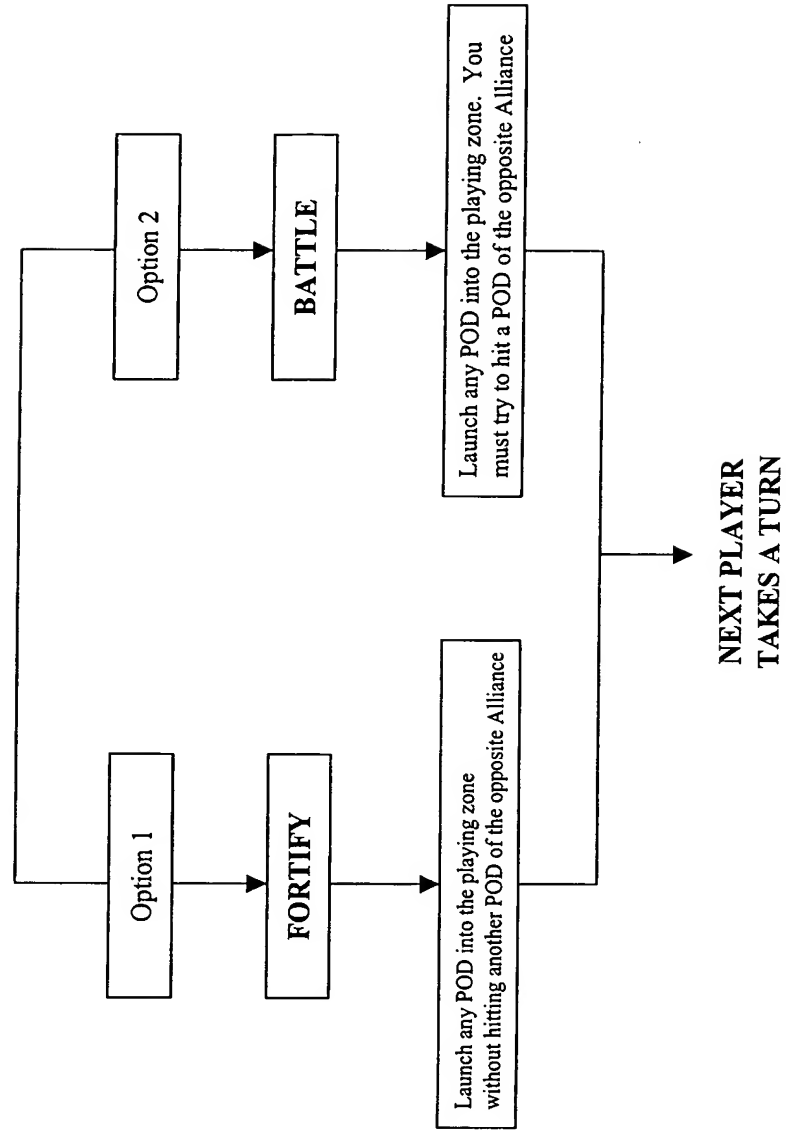


Fig. 9C

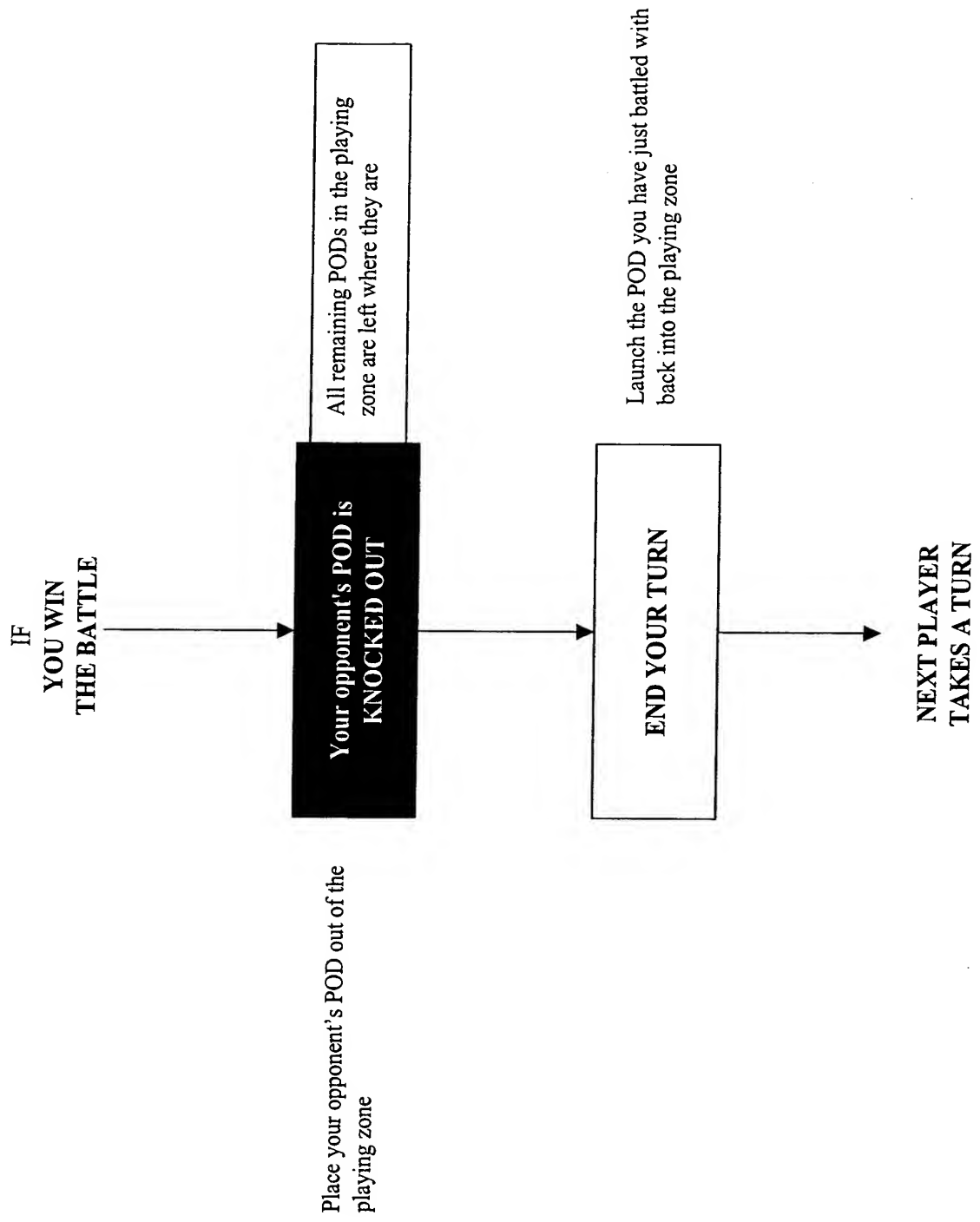


Fig. 9D

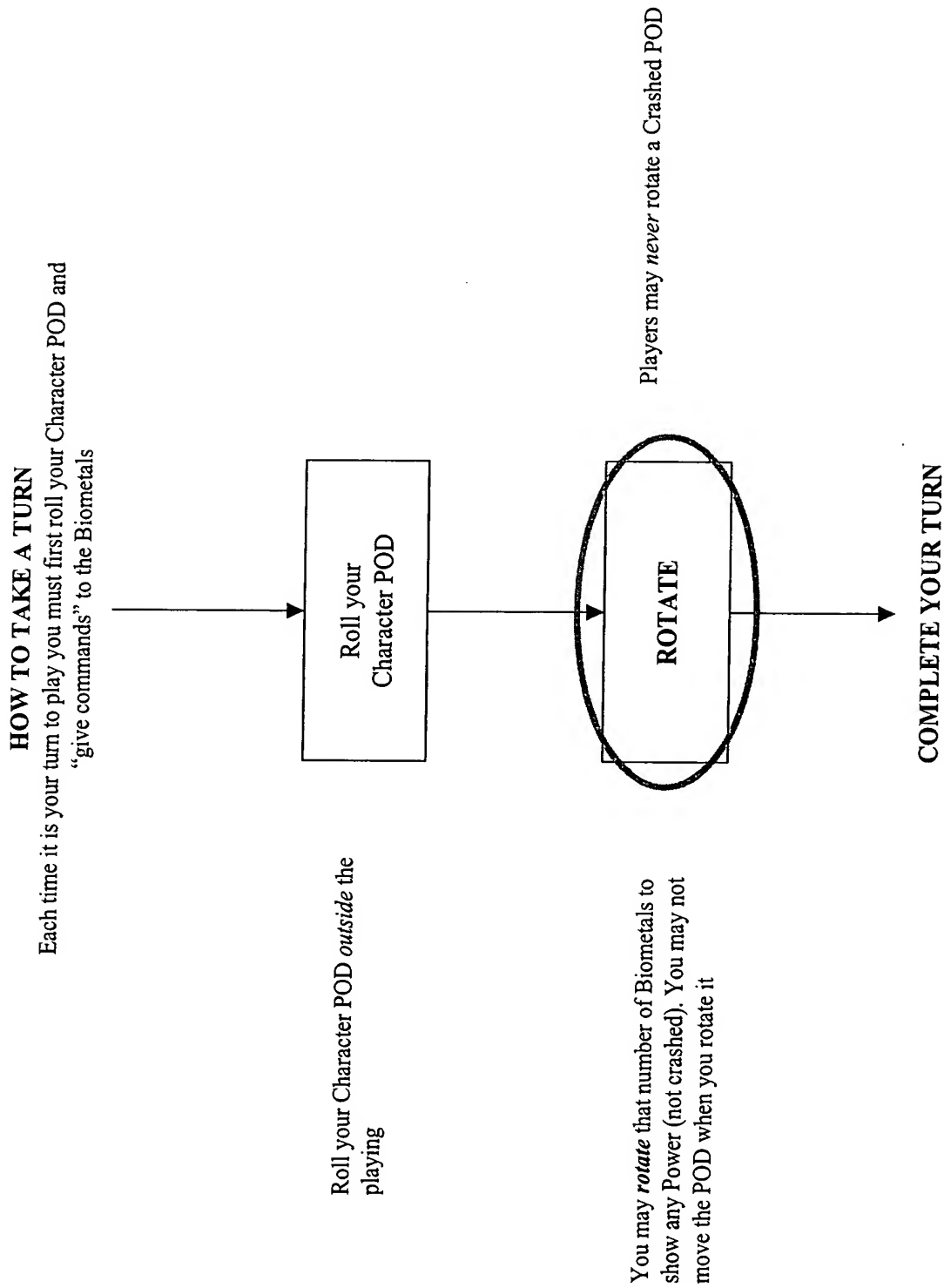


Fig. 9E

HOW TO TAKE A TURN

Each time it is your turn to play, you must first roll your Character POD and "give commands" to the Biomaterials

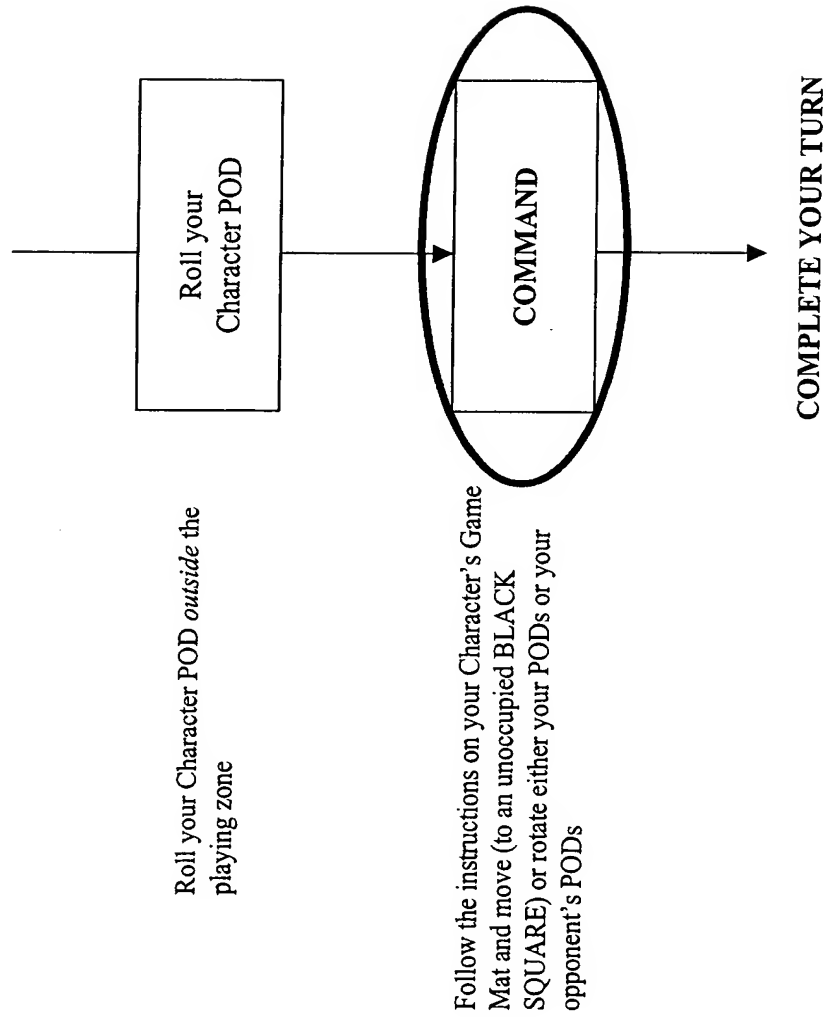


Fig. 10A

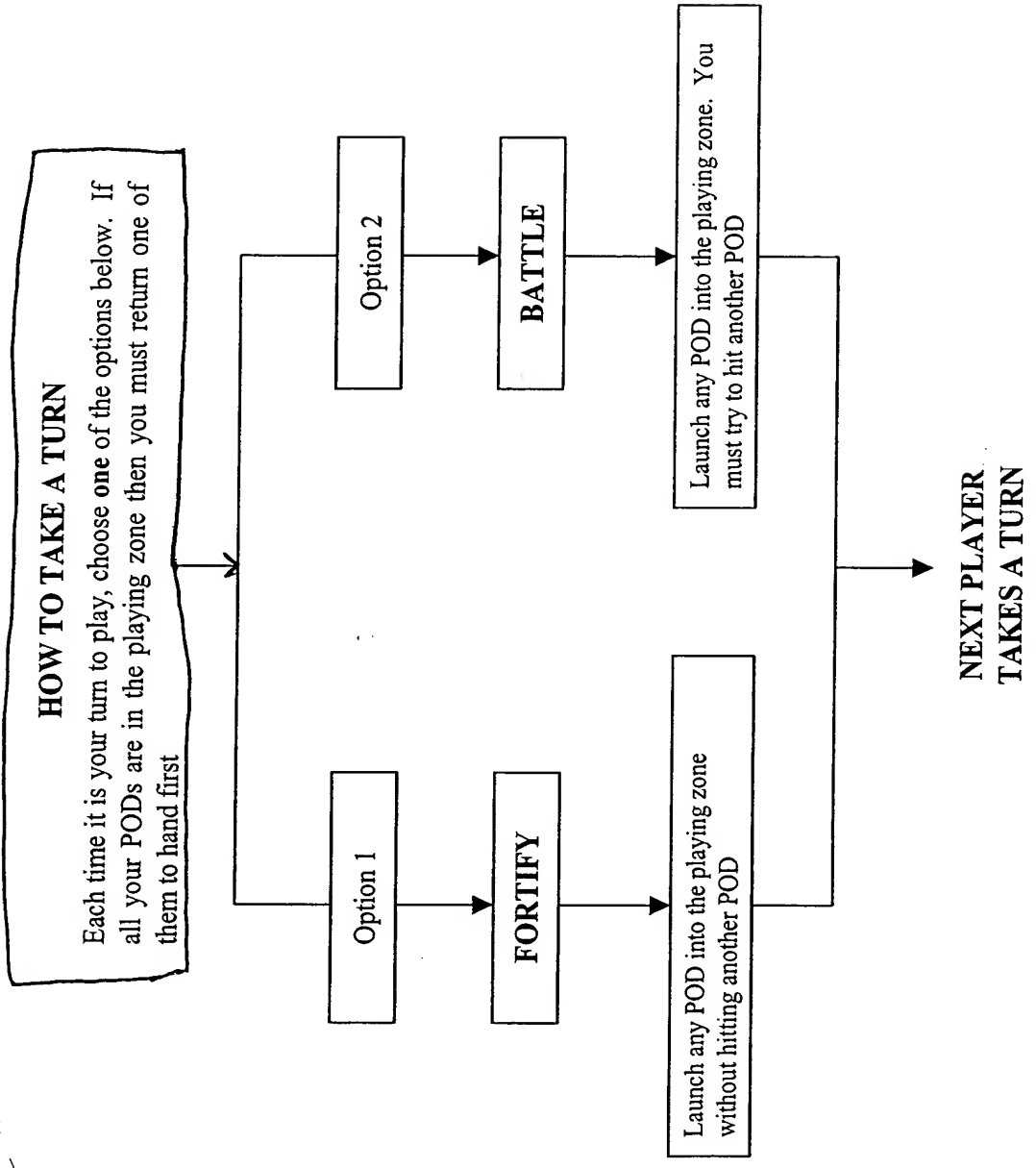


Fig. 10B

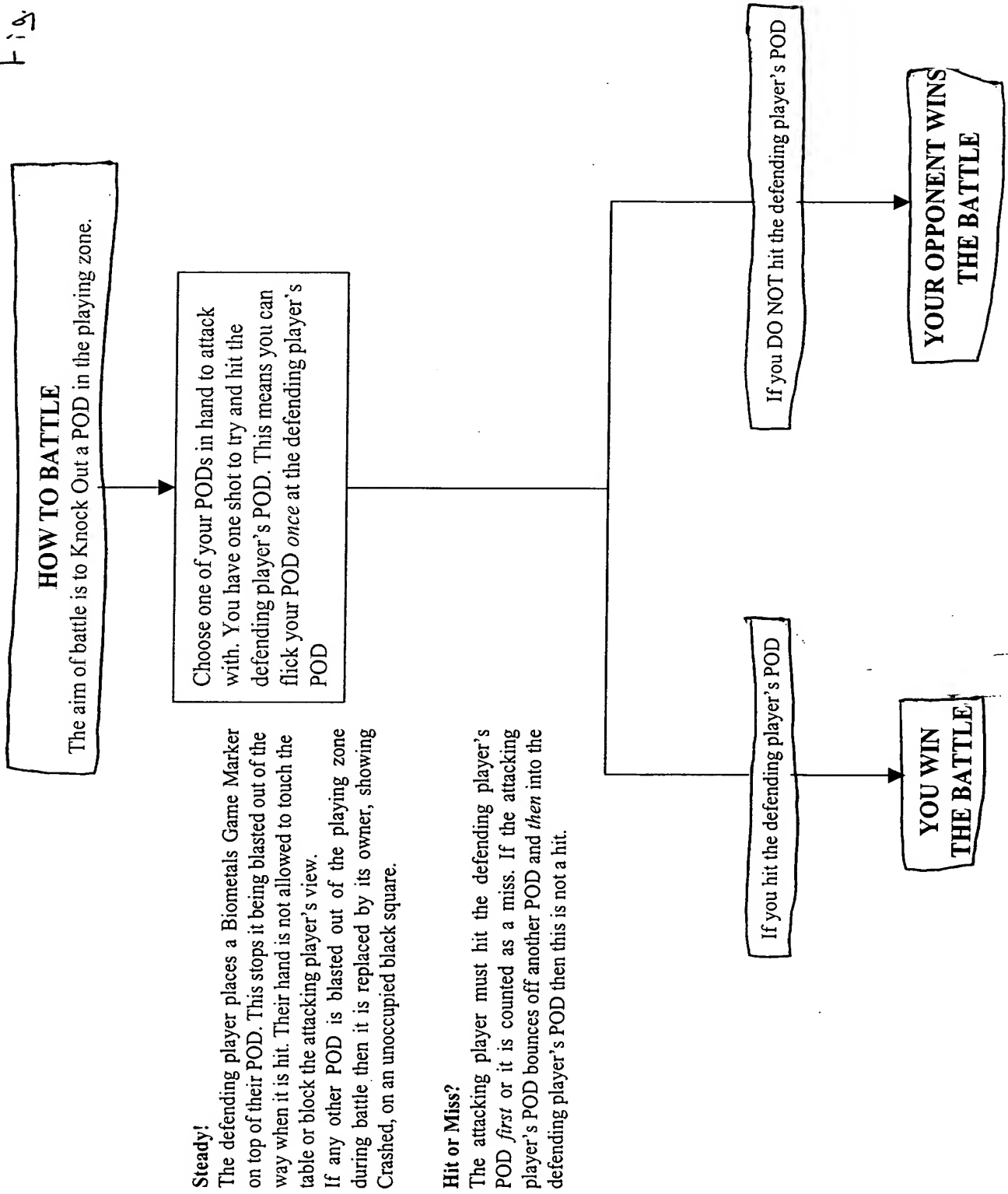


Fig 10C

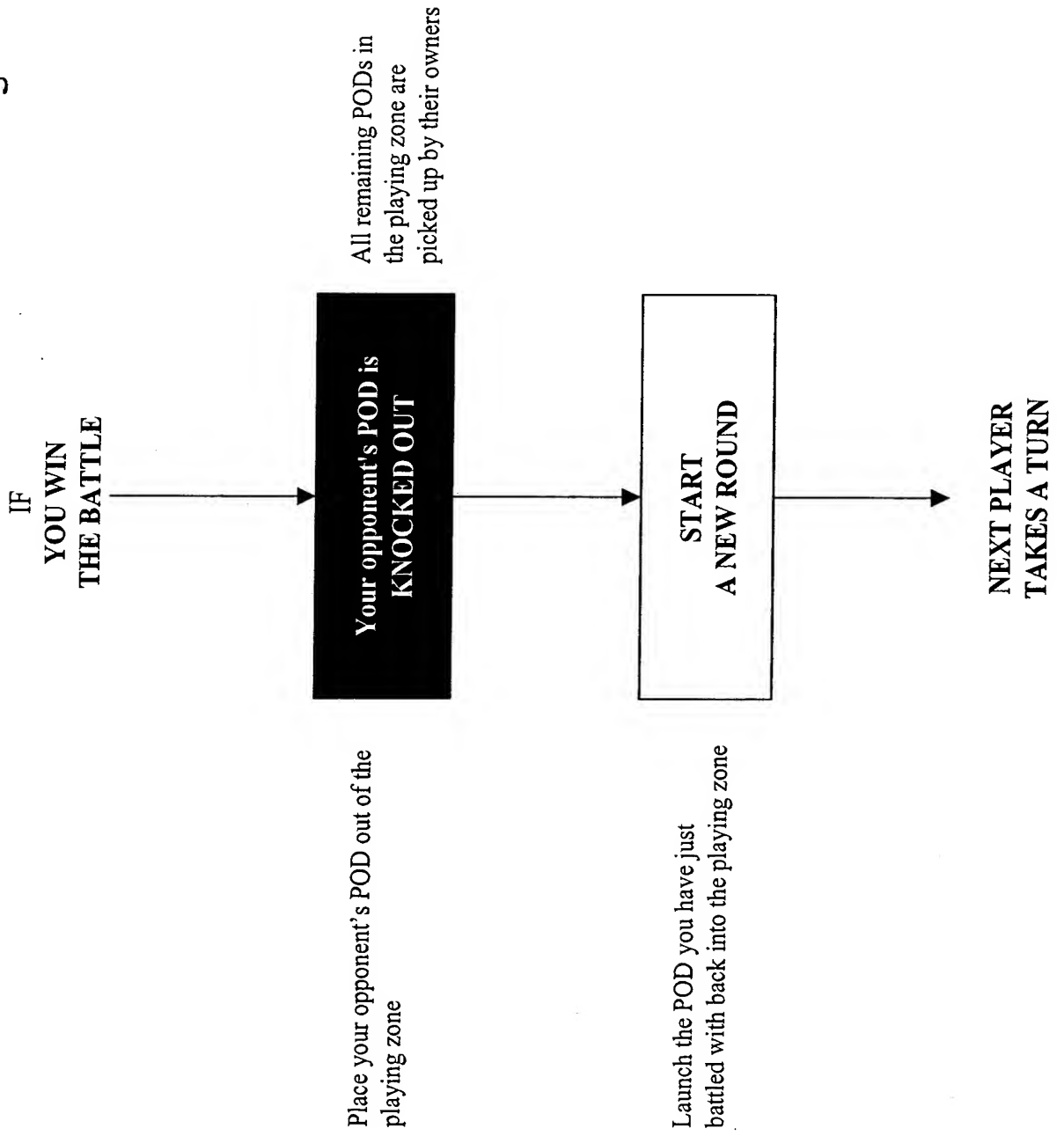


Fig. 10D

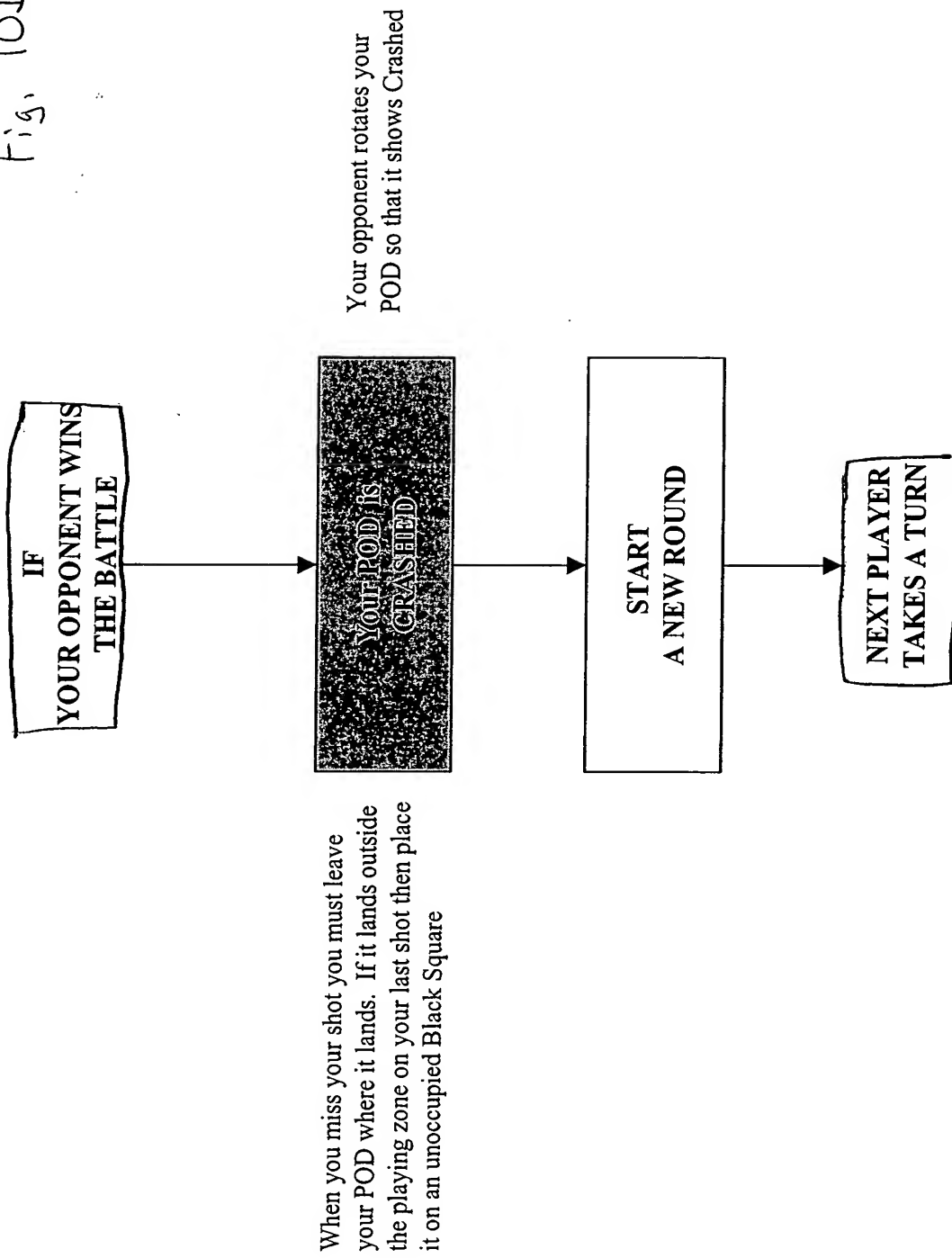


Fig. 10 F

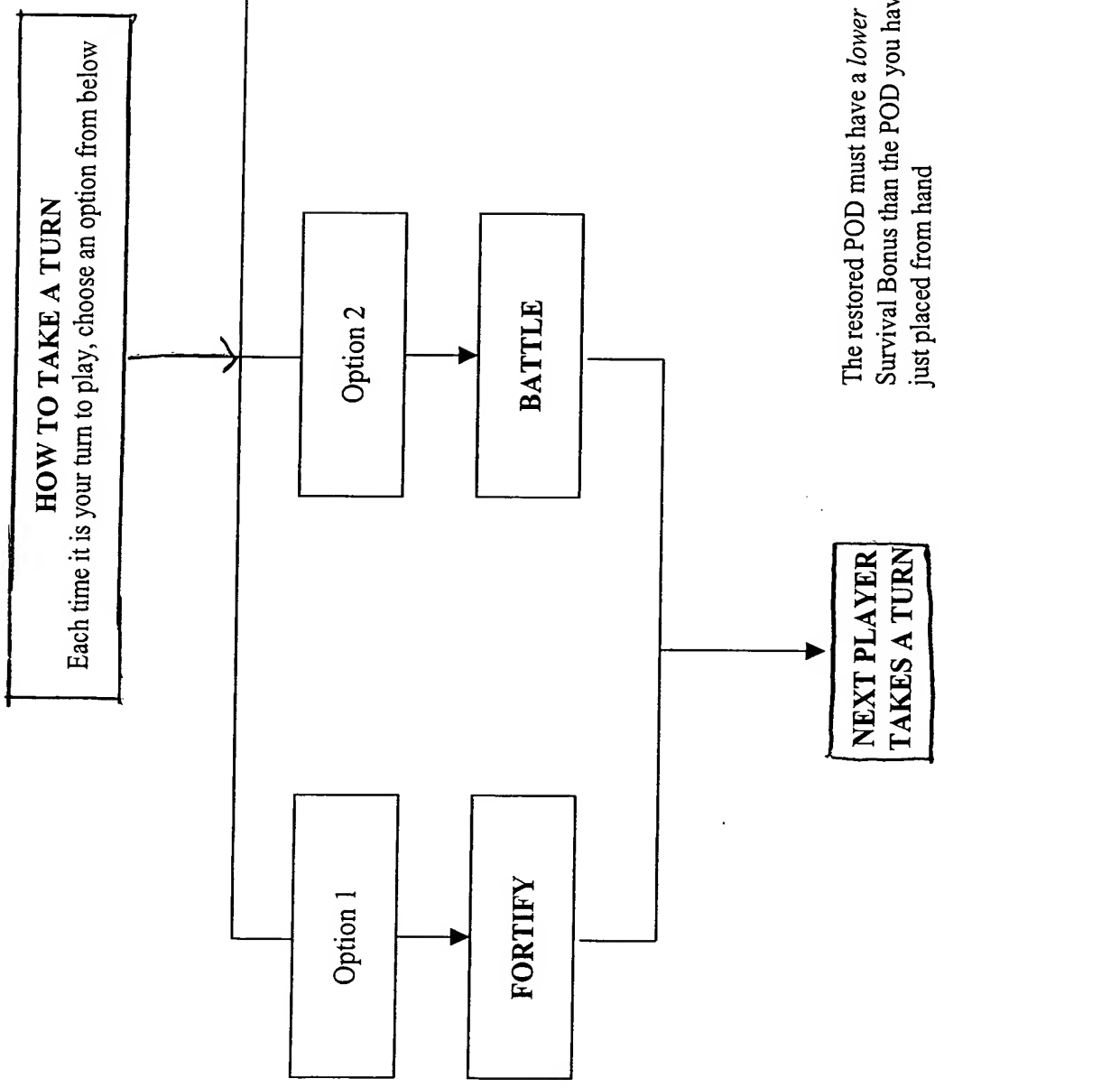


Fig. 10 G

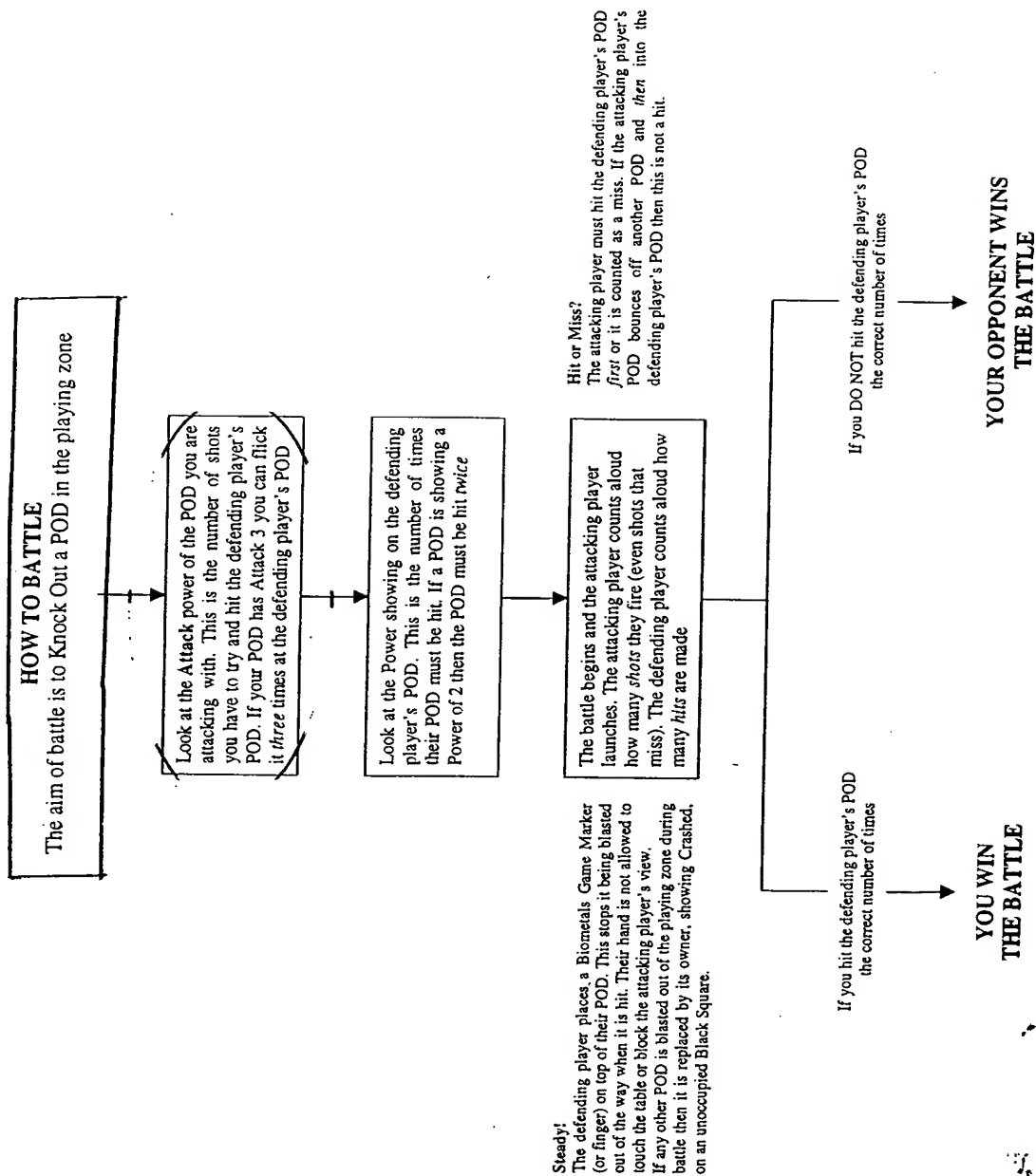


Fig. 10H

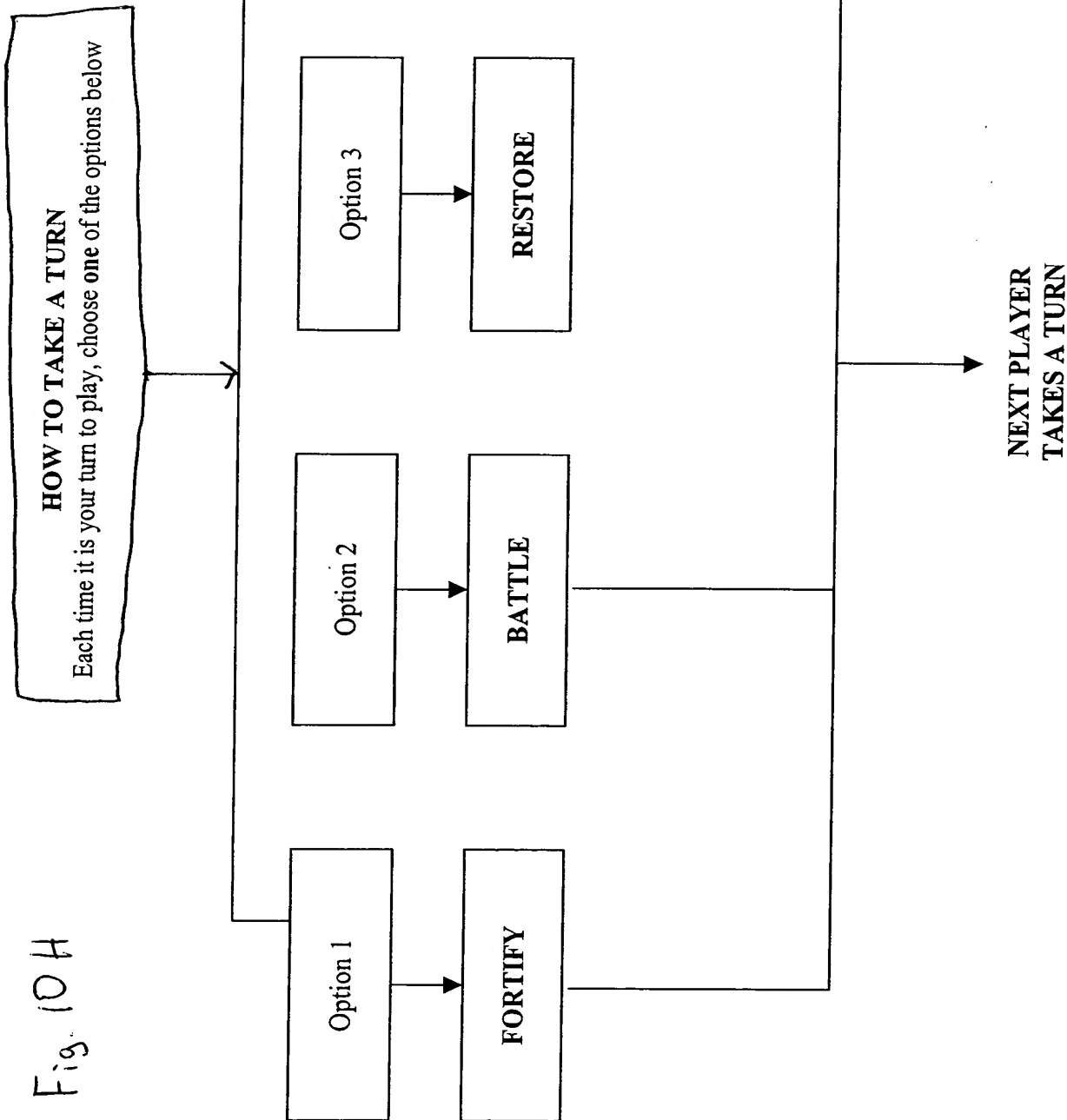


Fig. 10I

IF
YOU WIN
THE BATTLE

Pick up your POD and roll it
outside the playing zone

Compare the new Power of your
POD with the Damage Power of the
defending POD

If your new power is the *same*
or *more than* their Damage Power

if your new power is the *same*
or *more than* their Damage Power

Your opponent
removes this POD
from the parking
zone

Your opponent's POD is
KNOCKED OUT

All remaining PODs in
the playing zone are
picked up by their
owners

START
A NEW ROUND

Your opponent's POD is
KNOCKED OUT

Rotate your
opponent's POD so
that it shows Crashed

Launch the POD
you have just
battled with back
into the playing
zone

START
A NEW ROUND

Launch the POD you
have just battled
with back into the
playing zone

START
A NEW ROUND

NEXT PLAYER
TAKES A TURN

105
Lis

HOW TO SCORE

You score 1 point for each POD you successfully knock Out

Each POD you Knock Out is placed out of the playing zone

9	CH	9	COOL
8	CH	17	BEEST
7	UE	16	BEEST
6	SNE	5	IRONW
5	WAP	14	POWAW
4	WAP	13	SNIK
1	DOO	12	SNIK
2	DOO	11	TRU
0	TRU	0	TRU

Knocking Out “Modus D’Air” earns you 1 point

9	OK	9	OK
8	OK	17	BEST
7	NF	16	BEST
6	NF	15	POW
5	W	14	POW
4	W	13	SUC
3	W	12	SUC
		11	TRU
		10	TRU

Knocking Out “Jud Poison” earns you 1 point

Your running total so far is 2 points

[illegible]

At the end of the game add your score sheet the **Survival Bonus** of any PODs you have in your hand

Final Total: 4 Points

Game Rank: “WAP”